FIG. 1

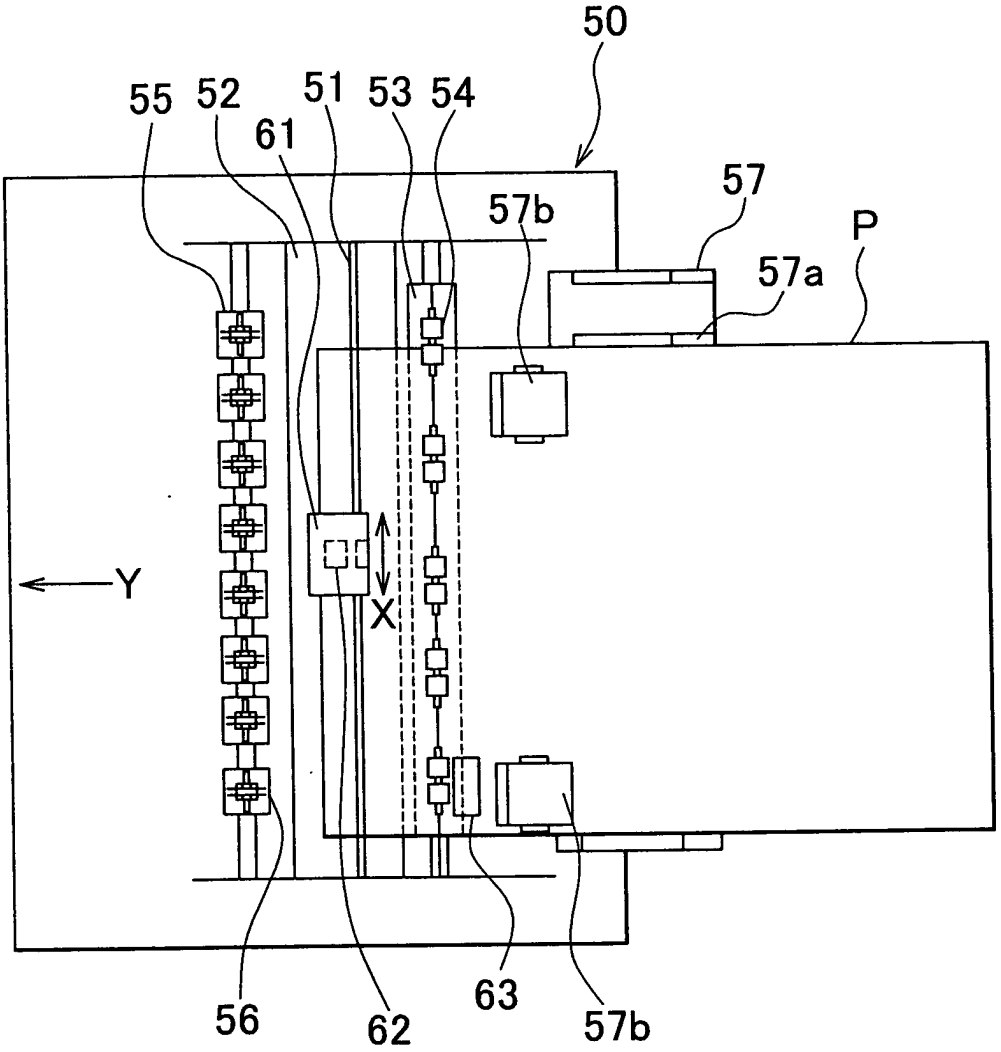


FIG. 2

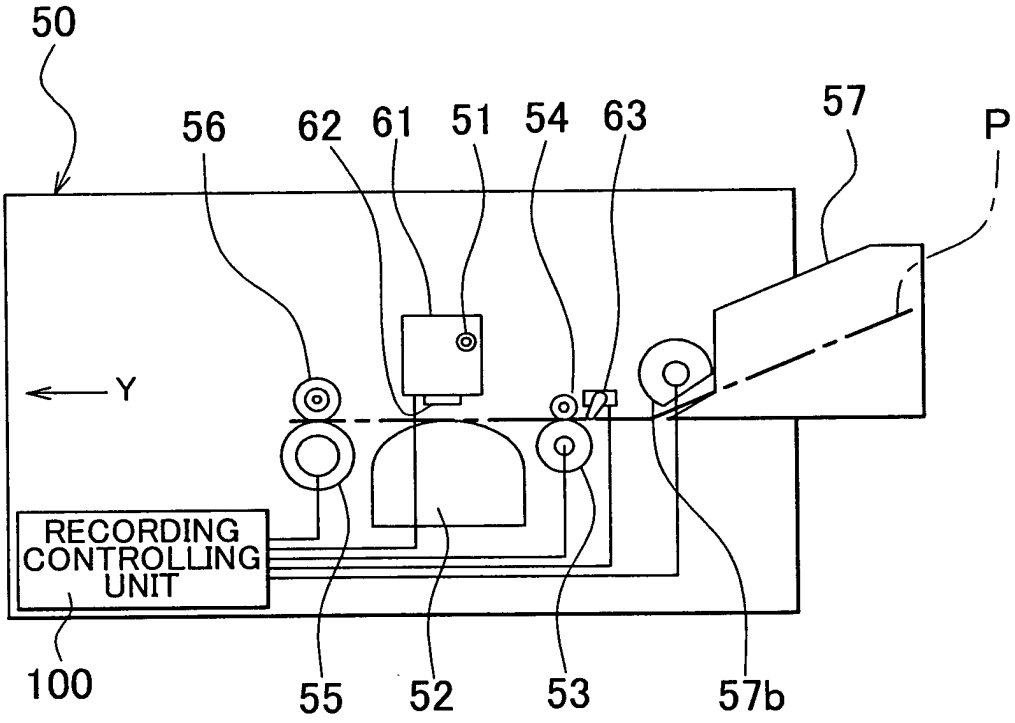


FIG. 3

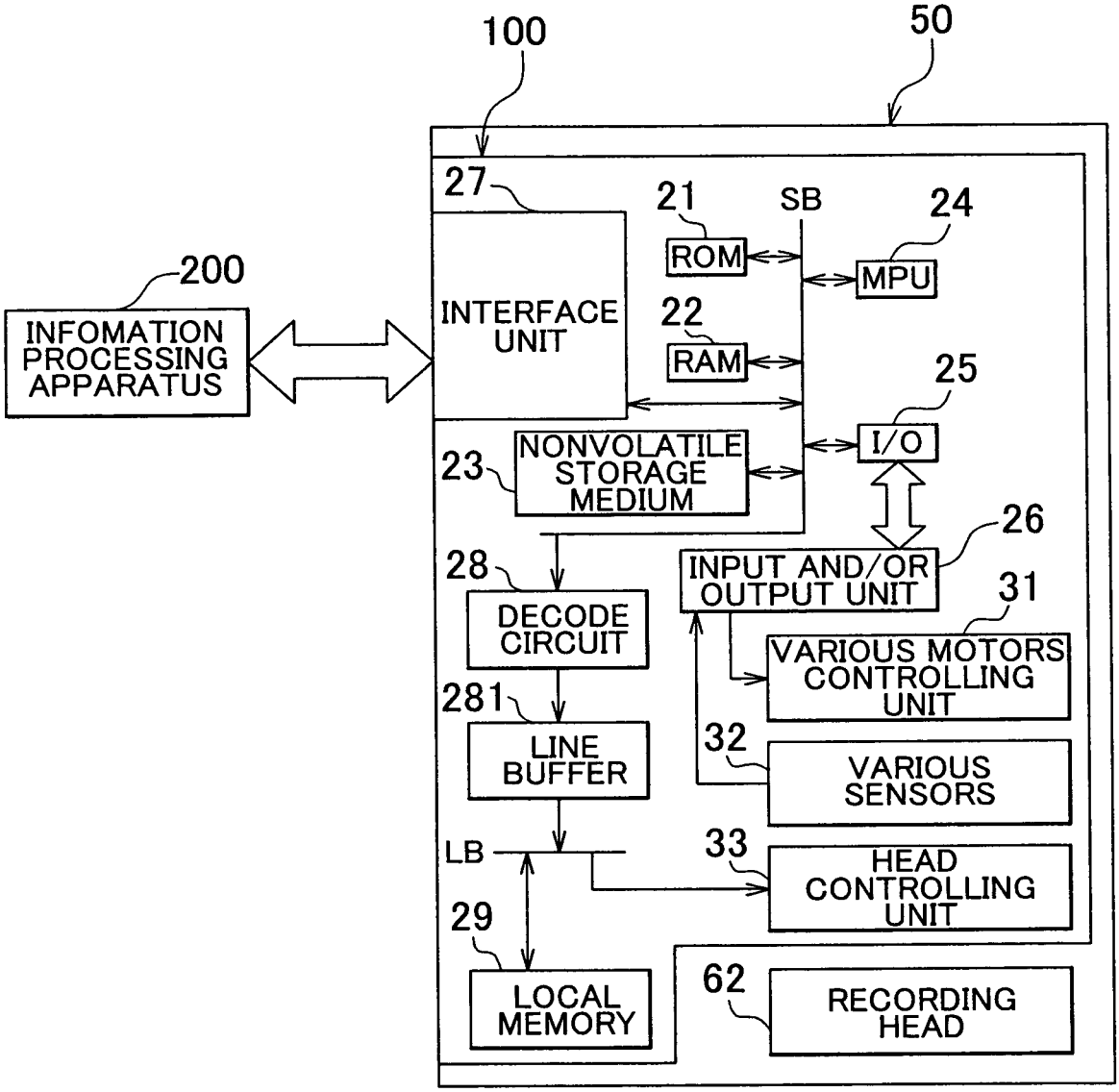


FIG. 4

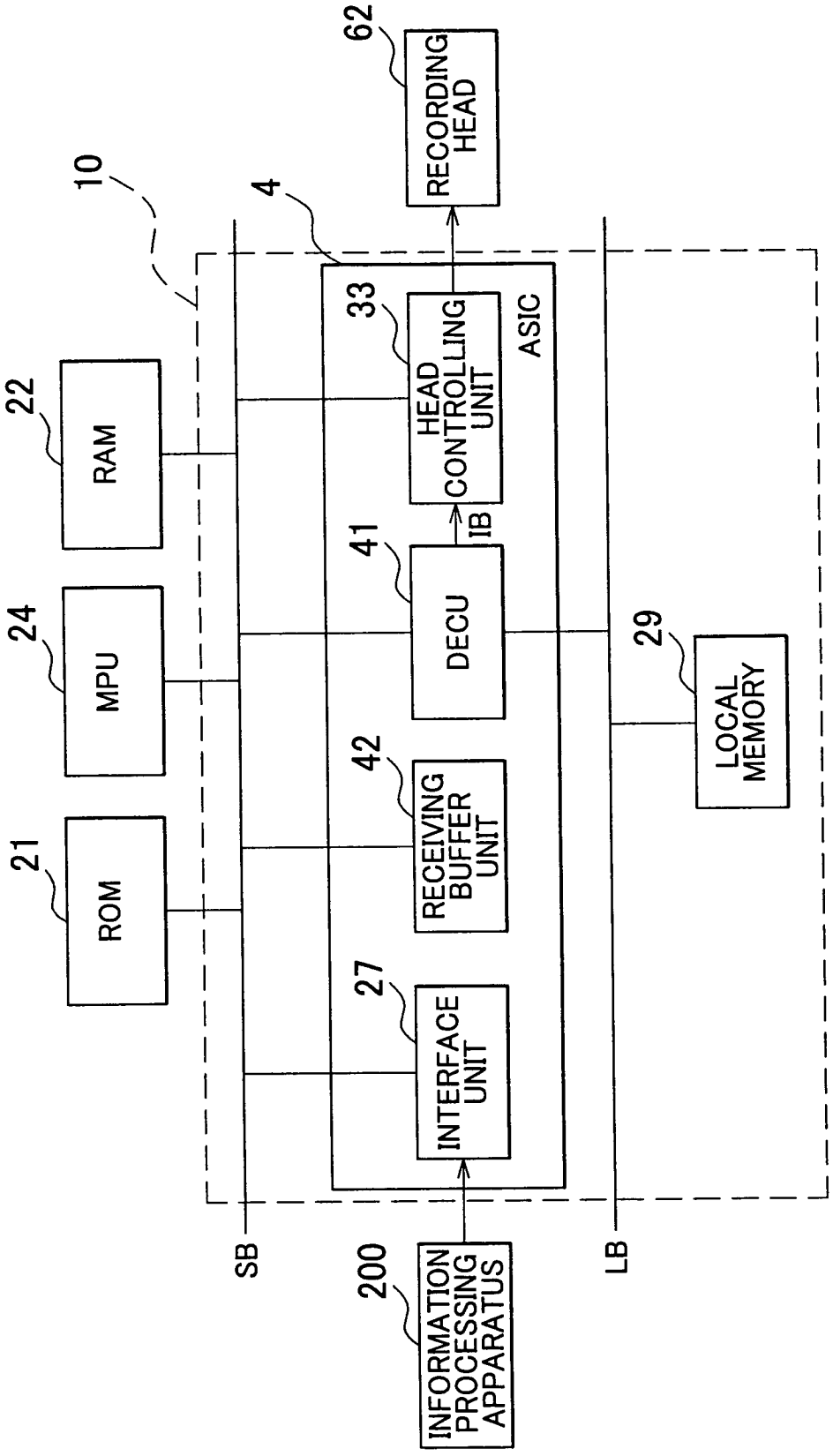


FIG. 5

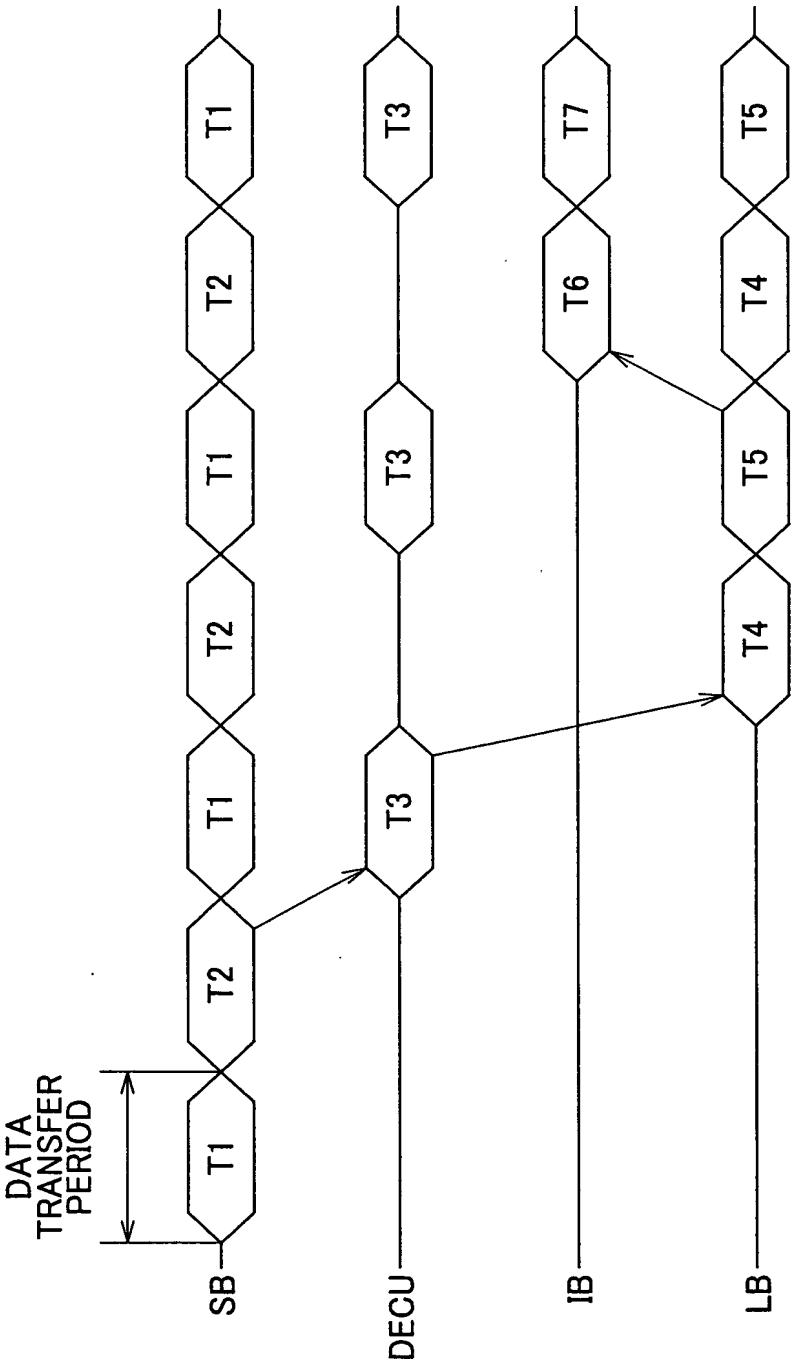


FIG. 6

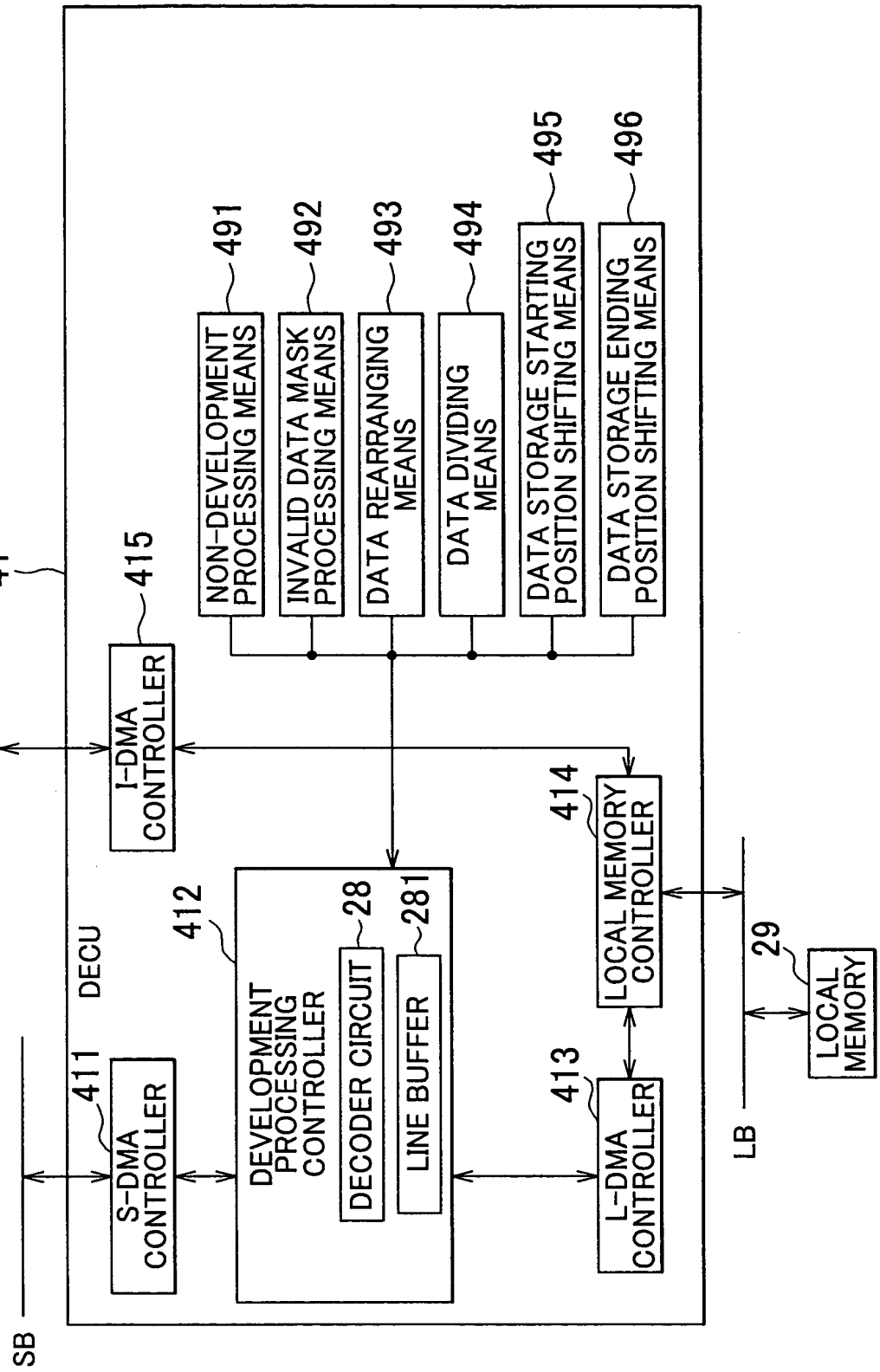


FIG. 7

OPERATION CONDITION
MAIN MEMORY SIDE : STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS
LOCAL MEMORY SIDE : STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS
NUMBER OF 1 LINE BUFFER : 16 BYTES

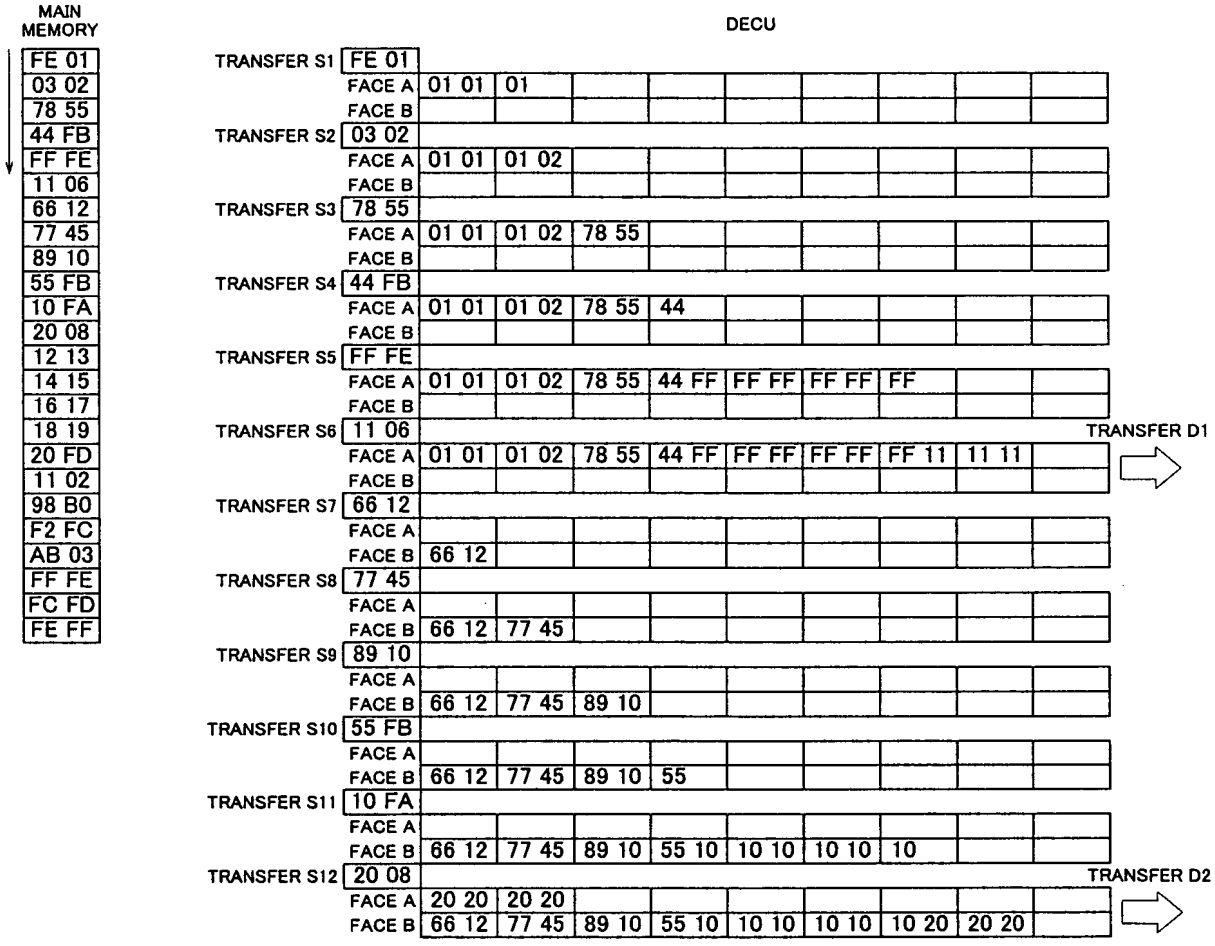
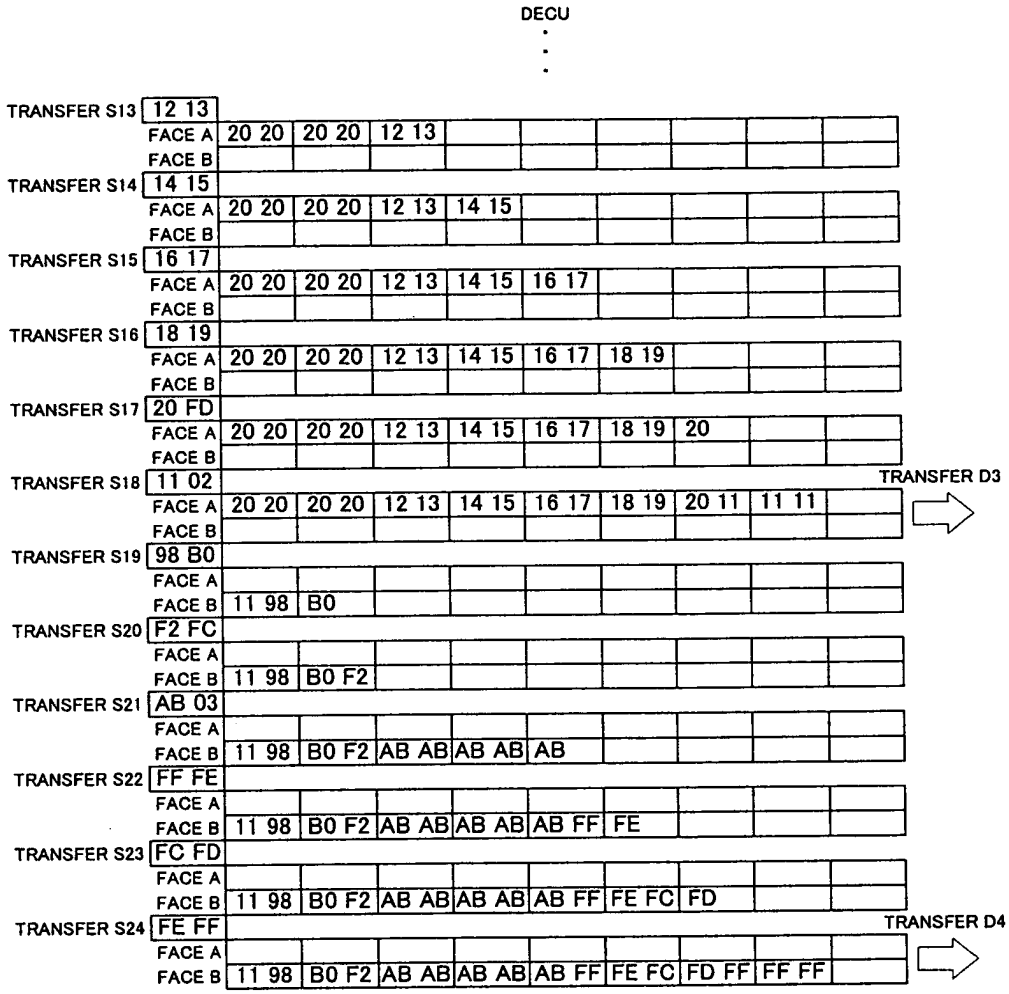


FIG. 8



SETTING CONDITION
NO VERTICAL LINE REARRANGEMENT
TOTAL NUMBER OF DEVELOPED BYTES : 64 BYTES(16 × 4)
NUMBER OF BYTES IN 1 LINE : 16 BYTES
NUMBER OF DEVELOPED LINES : 4 LINES

FIG. 9A

LOCAL MEMORY

D1→	01 01	01 02	78 55	44 FF
	FF FF	FF FF	FF 11	11 11
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00

FIG. 9B

	01 01	01 02	78 55	44 FF
	FF FF	FF FF	FF 11	11 11
D2→	66 12	77 45	89 10	55 10
	10 10	10 10	10 20	20 20
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00

FIG. 9C

	01 01	01 02	78 55	44 FF
	FF FF	FF FF	FF 11	11 11
	66 12	77 45	89 10	55 10
	10 10	10 10	10 20	20 20
D3→	20 20	20 20	12 13	14 15
	16 17	18 19	20 11	11 11
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00

FIG. 9D

	01 01	01 02	78 55	44 FF
	FF FF	FF FF	FF 11	11 11
	66 12	77 45	89 10	55 10
	10 10	10 10	10 20	20 20
	20 20	20 20	12 13	14 15
	16 17	18 19	20 11	11 11
D4→	11 98	B0 F2	AB AB	AB AB
	AB FF	FE FC	FD FF	FF FF

SETTING CONDITION
VERTICAL LINE REARRANGEMENT PERFORMED
TOTAL NUMBER OF DEVELOPED BYTES : 64 BYTES(16 × 4)
NUMBER OF BYTES IN 1 LINE : 16 BYTES
NUMBER OF DEVELOPED LINES : 4 LINES

LOCAL MEMORY

D1 ↓

01 01	00 00	00 00	00 00	···	00 00
01 02	00 00	00 00	00 00	···	00 00
78 55	00 00	00 00	00 00	···	00 00
44 FF	00 00	00 00	00 00	···	00 00
FF FF	00 00	00 00	00 00	···	00 00
FF FF	00 00	00 00	00 00	···	00 00
FF 11	00 00	00 00	00 00	···	00 00
11 11	00 00	00 00	00 00	···	00 00

FIG. 10A

D2 ↓

01 01	66 12	00 00	00 00	···	00 00
01 02	77 45	00 00	00 00	···	00 00
78 55	89 10	00 00	00 00	···	00 00
44 FF	55 10	00 00	00 00	···	00 00
FF FF	10 10	00 00	00 00	···	00 00
FF FF	10 10	00 00	00 00	···	00 00
FF 11	10 20	00 00	00 00	···	00 00
11 11	20 20	00 00	00 00	···	00 00

FIG. 10B

D3 ↓

01 01	66 12	20 20	00 00	···	00 00
01 02	77 45	20 20	00 00	···	00 00
78 55	89 10	12 13	00 00	···	00 00
44 FF	55 10	14 15	00 00	···	00 00
FF FF	10 10	16 17	00 00	···	00 00
FF FF	10 10	18 19	00 00	···	00 00
FF 11	10 20	20 11	00 00	···	00 00
11 11	20 20	11 11	00 00	···	00 00

FIG. 10C

D4 ↓

01 01	66 12	20 20	11 98	···	00 00
01 02	77 45	20 20	B0 F2	···	00 00
78 55	89 10	12 13	AB AB	···	00 00
44 FF	55 10	14 15	AB AB	···	00 00
FF FF	10 10	16 17	AB FF	···	00 00
FF FF	10 10	18 19	FE FC	···	00 00
FF 11	10 20	20 11	FD FF	···	00 00
11 11	20 20	11 11	FF FF	···	00 00

FIG. 10D

FIG. 11

OPERATION CONDITION
MAIN MEMORY SIDE : STARTING ADDRESS OF RUN LENGTH DATA IS AN ODD ADDRESS
LOCAL MEMORY SIDE : STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS
NUMBER OF 1 LINE BUFFER : 16 BYTES

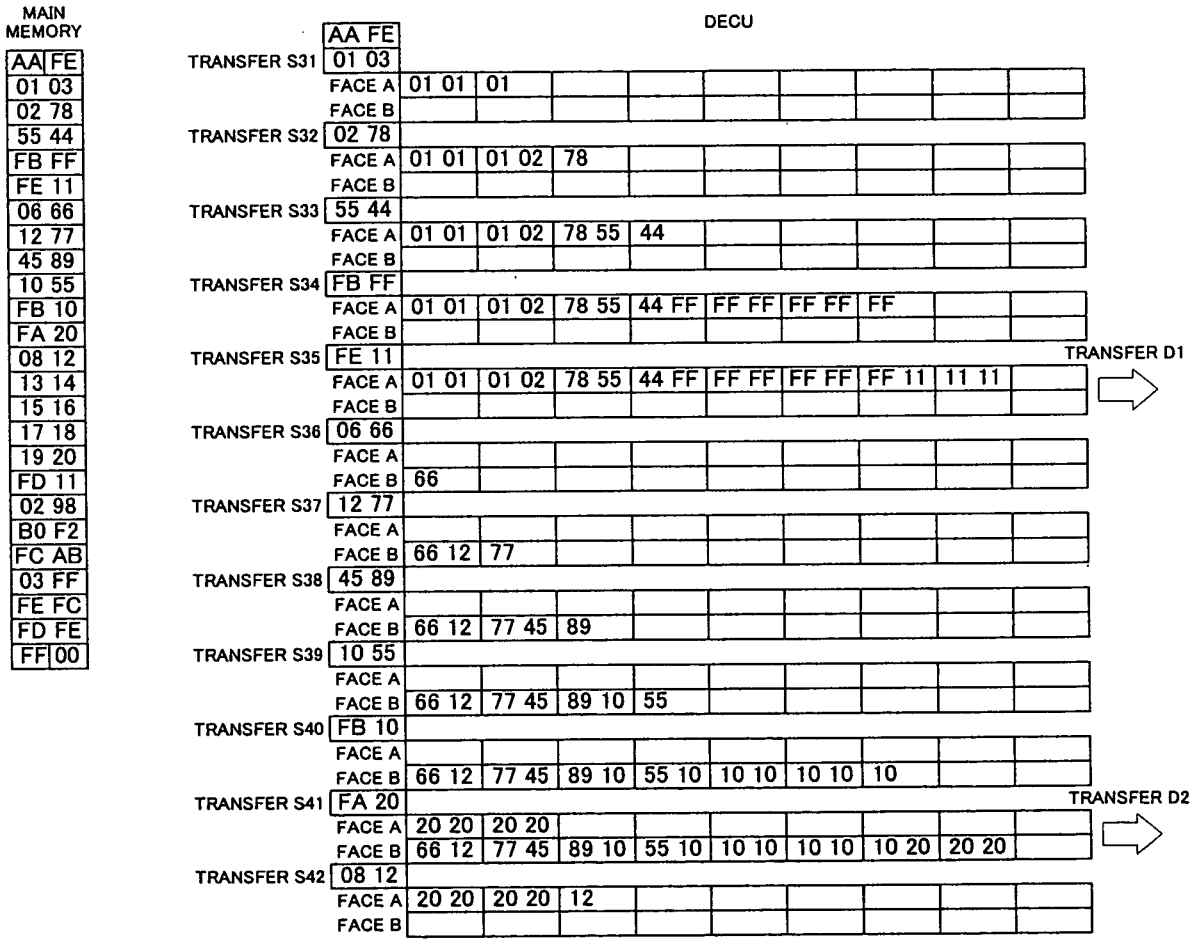


FIG. 12

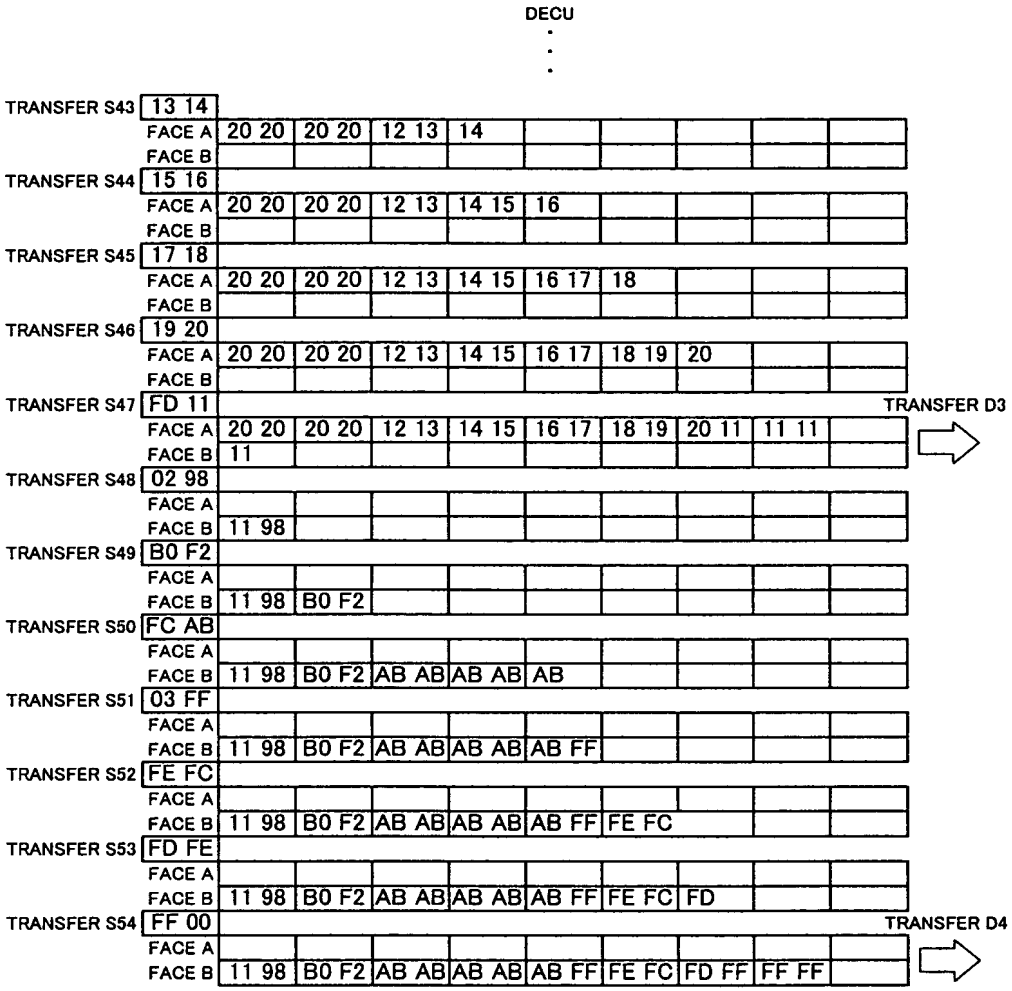


FIG. 13

OPERATION CONDITION
MAIN MEMORY SIDE : STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS
LOCAL MEMORY SIDE : STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS
NUMBER OF 1 LINE BUFFER : 15 BYTES

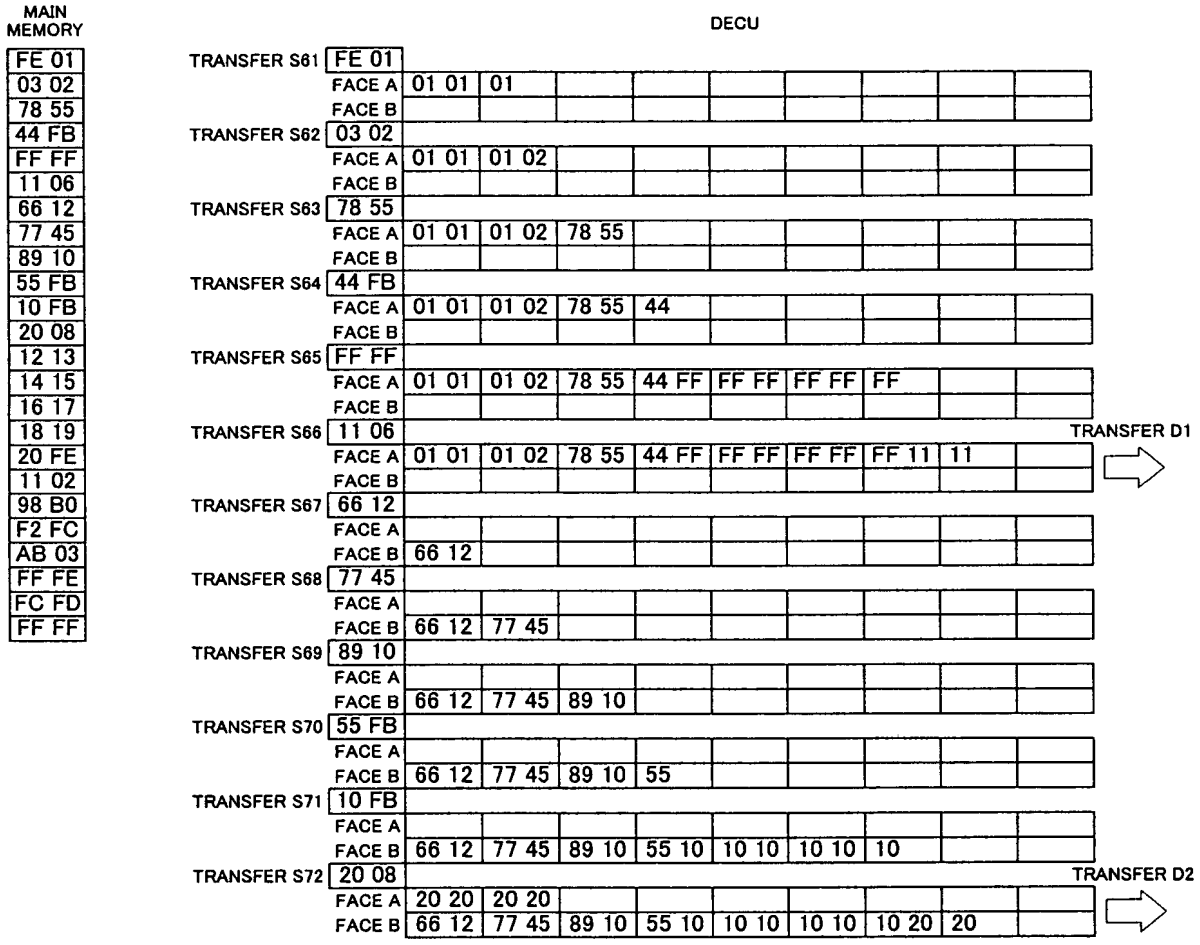
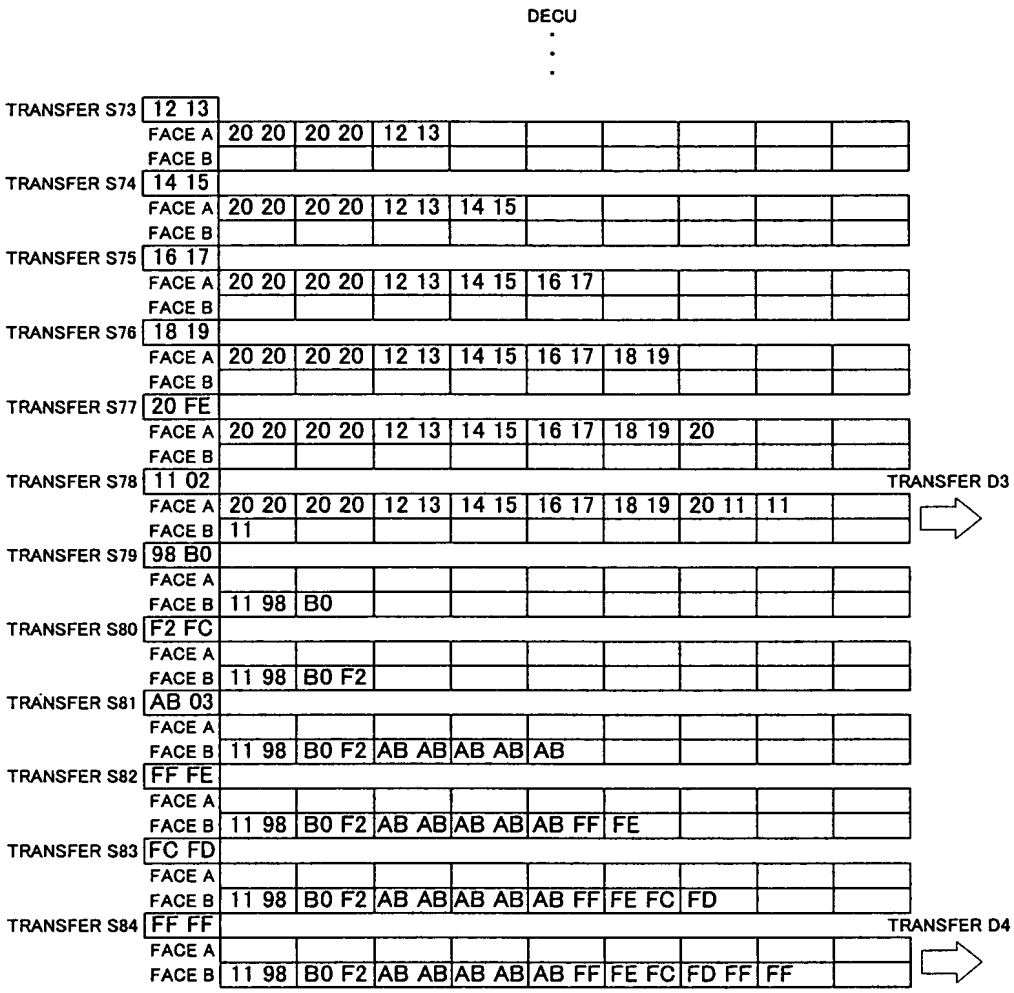


FIG. 14



SETTING CONDITION
VERTICAL LINE REARRANGEMENT PERFORMED
TOTAL NUMBER OF DEVELOPED BYTES : 60 BYTES(15 × 4)
NUMBER OF BYTES IN 1 LINE : 15 BYTES
NUMBER OF DEVELOPED LINES : 4 LINES

LOCAL MEMORY

D1 ↓

01	01	00	00	00	00	00	00	00	00	00	00	00	00	···	00 00
01	02	00	00	00	00	00	00	00	00	00	00	00	00	···	00 00
78	55	00	00	00	00	00	00	00	00	00	00	00	00	···	00 00
44	FF	00	00	00	00	00	00	00	00	00	00	00	00	···	00 00
FF	FF	00	00	00	00	00	00	00	00	00	00	00	00	···	00 00
FF	FF	00	00	00	00	00	00	00	00	00	00	00	00	···	00 00
FF	11	00	00	00	00	00	00	00	00	00	00	00	00	···	00 00
11	00	00	00	00	00	00	00	00	00	00	00	00	00	···	00 00

FIG. 15A

D2 ↓

01	01	66	12	00	00	00	00	00	00	00	00	00	00	···	00 00
01	02	77	45	00	00	00	00	00	00	00	00	00	00	···	00 00
78	55	89	10	00	00	00	00	00	00	00	00	00	00	···	00 00
44	FF	55	10	00	00	00	00	00	00	00	00	00	00	···	00 00
FF	FF	10	10	00	00	00	00	00	00	00	00	00	00	···	00 00
FF	FF	10	10	00	00	00	00	00	00	00	00	00	00	···	00 00
FF	11	10	20	00	00	00	00	00	00	00	00	00	00	···	00 00
11	00	20	00	00	00	00	00	00	00	00	00	00	00	···	00 00

FIG. 15B

D3 ↓

01	01	66	12	20	20	00	00	00	00	00	00	00	00	···	00 00
01	02	77	45	20	20	00	00	00	00	00	00	00	00	···	00 00
78	55	89	10	12	13	00	00	00	00	00	00	00	00	···	00 00
44	FF	55	10	14	15	00	00	00	00	00	00	00	00	···	00 00
FF	FF	10	10	16	17	00	00	00	00	00	00	00	00	···	00 00
FF	FF	10	10	18	19	00	00	00	00	00	00	00	00	···	00 00
FF	11	10	20	20	11	00	00	00	00	00	00	00	00	···	00 00
11	00	20	00	11	00	00	00	00	00	00	00	00	00	···	00 00

FIG. 15C

D4 ↓

01	01	66	12	20	20	11	98	00	00	00	00	00	00	···	00 00
01	02	77	45	20	20	B0	F2	00	00	00	00	00	00	···	00 00
78	55	89	10	12	13	AB	AB	00	00	00	00	00	00	···	00 00
44	FF	55	10	14	15	AB	AB	00	00	00	00	00	00	···	00 00
FF	FF	10	10	16	17	AB	FF	00	00	00	00	00	00	···	00 00
FF	FF	10	10	18	19	FE	FC	00	00	00	00	00	00	···	00 00
FF	11	10	20	20	11	FD	FF	00	00	00	00	00	00	···	00 00
11	00	20	00	11	00	FF	00	00	00	00	00	00	00	···	00 00

FIG. 15D

SETTING CONDITION
NO VERTICAL LINE REARRANGEMENT
TOTAL NUMBER OF DEVELOPED BYTES : 60 BYTES(15 × 4)
NUMBER OF BYTES IN 1 LINE : 15 BYTES
NUMBER OF DEVELOPED LINES : 4 LINES

LOCAL MEMORY

FIG. 16A

D1 →

01 01	01 02	78 55	44 FF
FF FF	FF FF	FF 11	11 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00

FIG. 16B

D2 →

01 01	01 02	78 55	44 FF
FF FF	FF FF	FF 11	11 00
66 12	77 45	89 10	55 10
10 10	10 10	10 20	20 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00

FIG. 16C

D3 →

01 01	01 02	78 55	44 FF
FF FF	FF FF	FF 11	11 00
66 12	77 45	89 10	55 10
10 10	10 10	10 20	20 00
20 20	20 20	12 13	14 15
16 17	18 19	20 11	11 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00

FIG. 16D

D4 →

01 01	01 02	78 55	44 FF
FF FF	FF FF	FF 11	11 00
66 12	77 45	89 10	55 10
10 10	10 10	10 20	20 00
20 20	20 20	12 13	14 15
16 17	18 19	20 11	11 00
11 98	B0 F2	AB AB	AB AB
AB FF	FE FC	FD FF	FF 00

FIG. 17

OPERATION CONDITION
MAIN MEMORY SIDE : STARTING ADDRESS OF RUN LENGTH DATA IS AN ODD ADDRESS
LOCAL MEMORY SIDE : STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS
NUMBER OF 1 LINE BUFFER : 15 BYTES

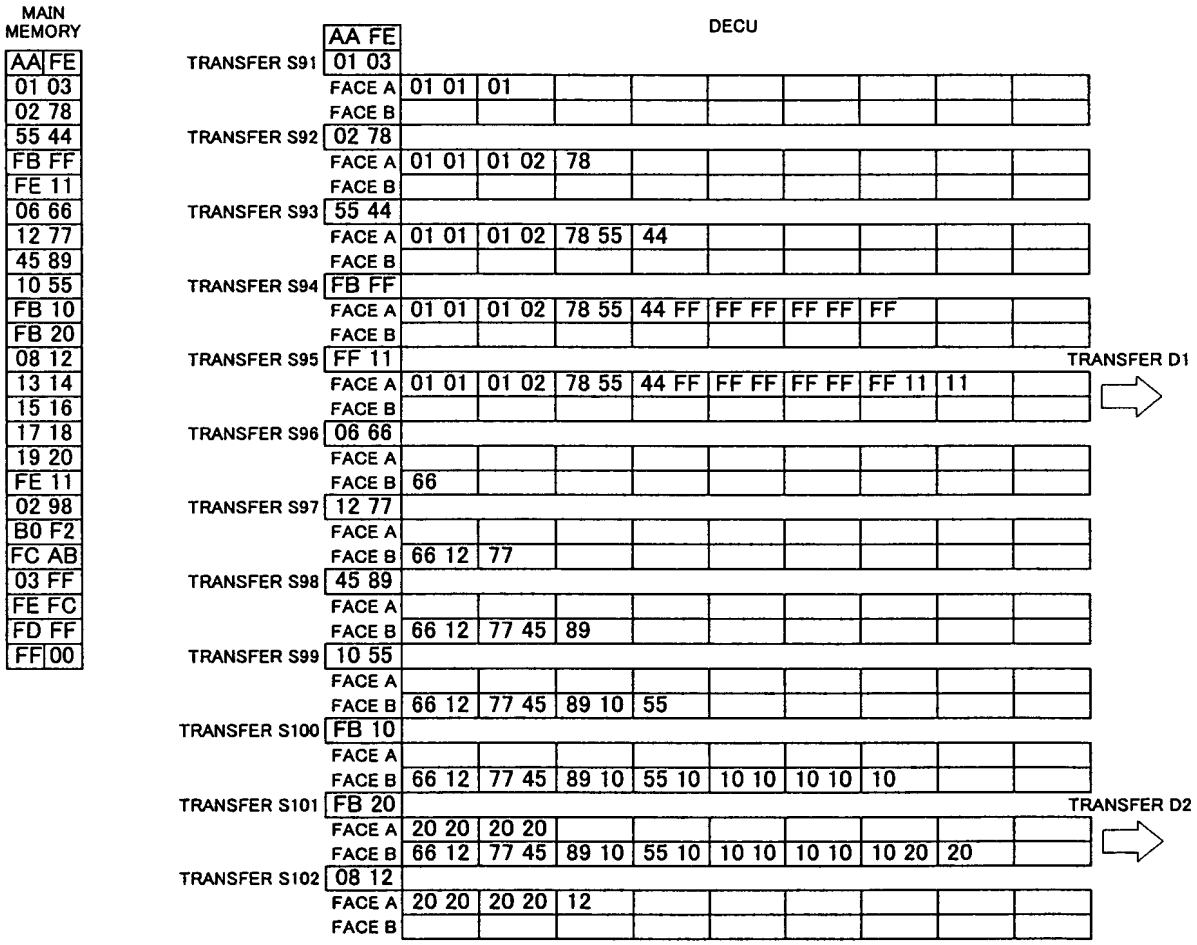


FIG. 18

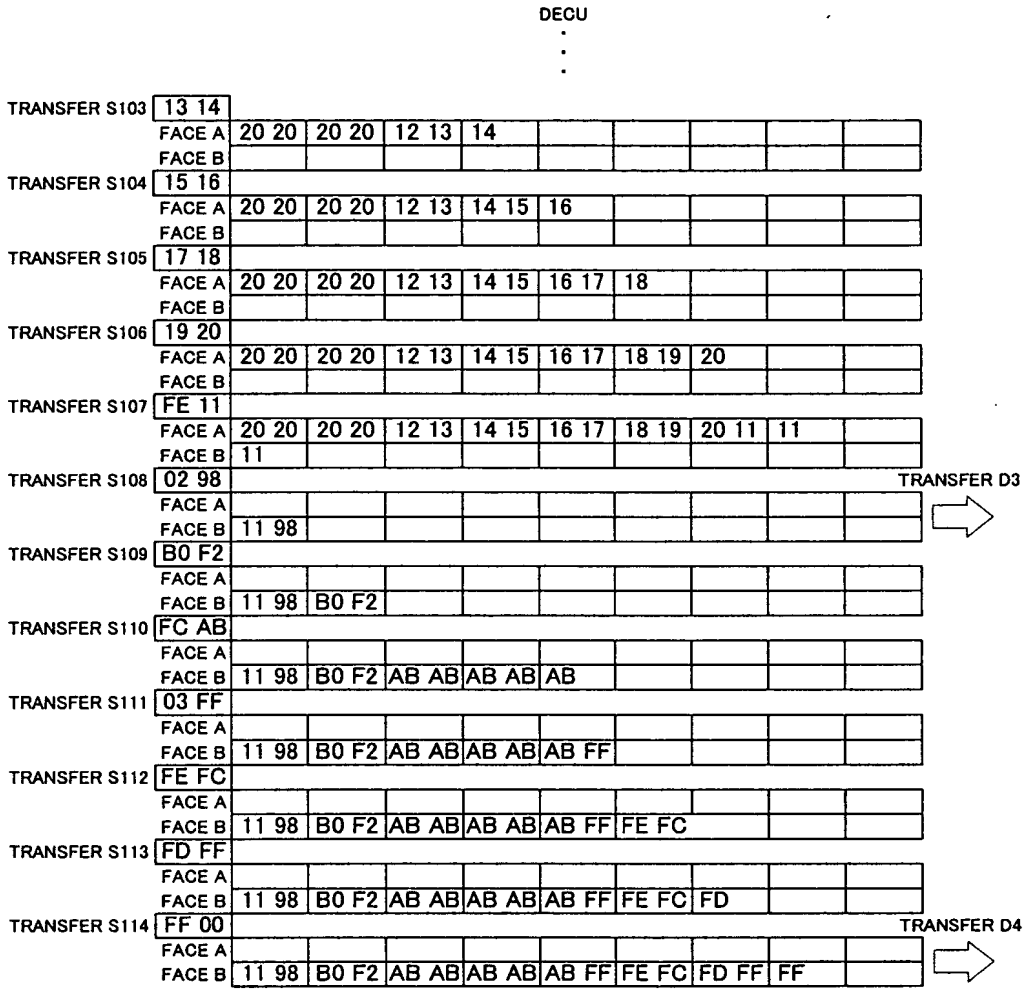


FIG. 19

OPERATION CONDITION
MAIN MEMORY SIDE : STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS
LOCAL MEMORY SIDE : STARTING ADDRESS OF IMAGE DATA IS AN ODD ADDRESS
NUMBER OF 1 LINE BUFFER : 16 BYTES

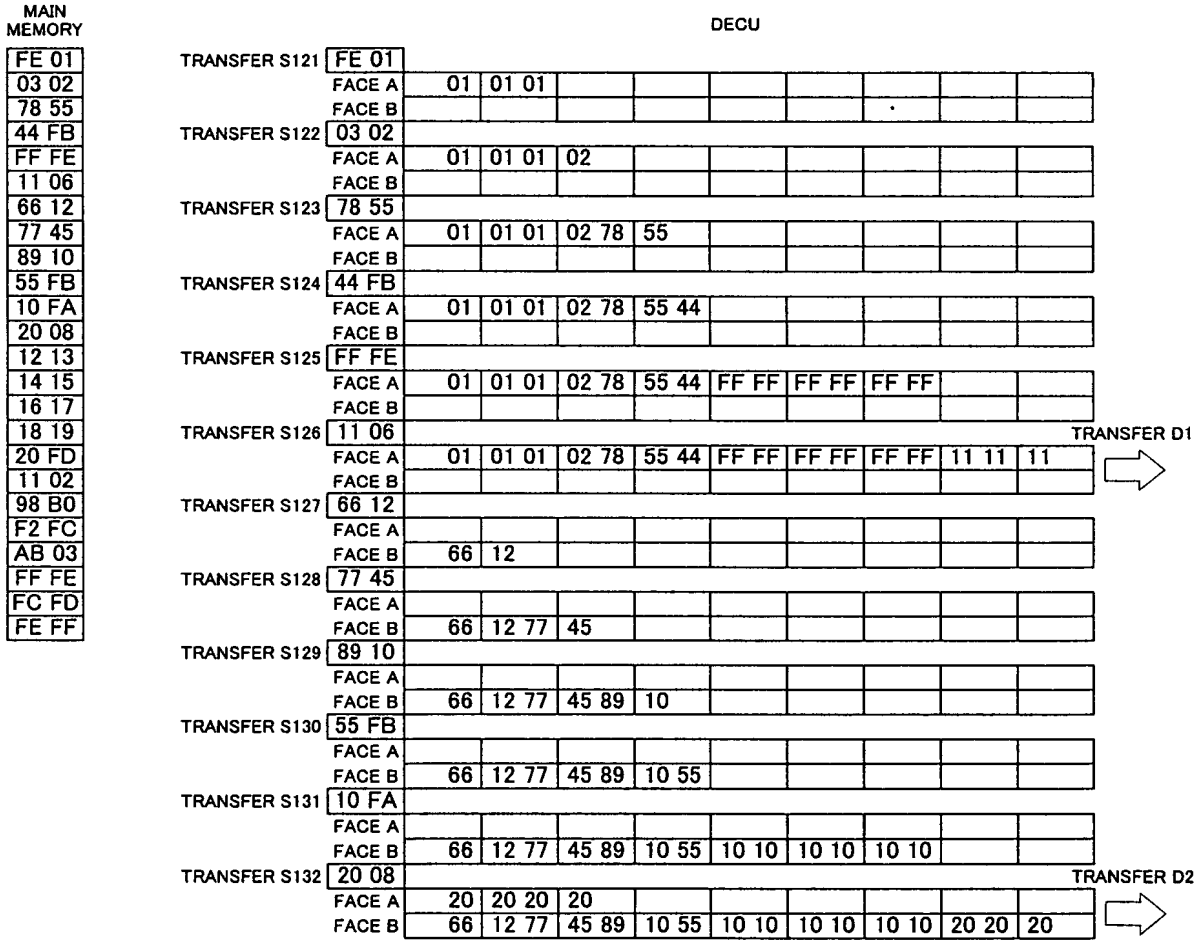
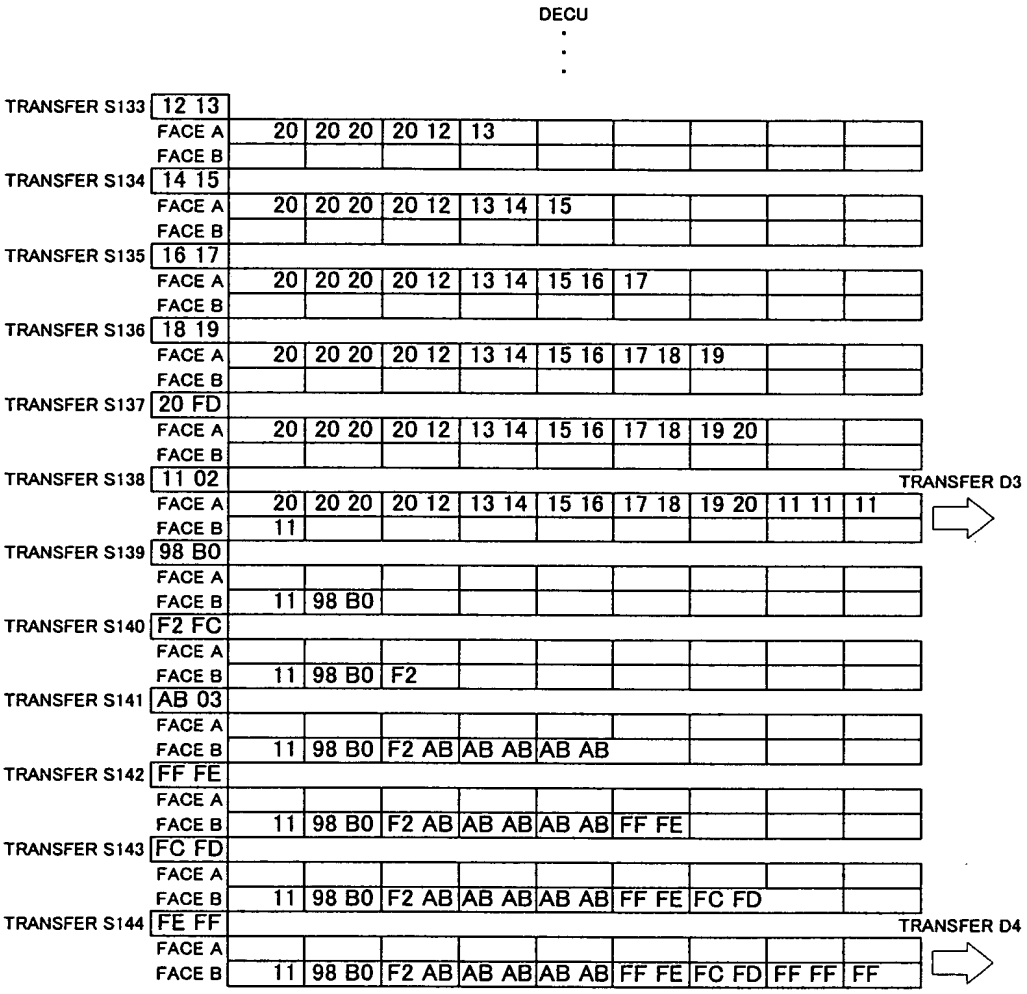


FIG. 20



SETTING CONDITION
VERTICAL LINE REARRANGEMENT PERFORMED
TOTAL NUMBER OF DEVELOPED BYTES : 64 BYTES(16 × 4)
NUMBER OF BYTES IN 1 LINE : 16 BYTES
NUMBER OF DEVELOPED LINES : 4 LINES

FIG. 21A

LOCAL MEMORY

D1 ↓

00	01	00	00	00	00	00	00	···	00	00
01	01	00	00	00	00	00	00	···	00	00
02	78	00	00	00	00	00	00	···	00	00
55	44	00	00	00	00	00	00	···	00	00
FF	FF	00	00	00	00	00	00	···	00	00
FF	FF	00	00	00	00	00	00	···	00	00
FF	FF	00	00	00	00	00	00	···	00	00
11	11	00	00	00	00	00	00	···	00	00
11	00	00	00	00	00	00	00	···	00	00

FIG. 21B

D2 ↓

00	01	00	66	00	00	00	00	···	00	00
01	01	12	77	00	00	00	00	···	00	00
02	78	45	89	00	00	00	00	···	00	00
55	44	10	55	00	00	00	00	···	00	00
FF	FF	10	10	00	00	00	00	···	00	00
FF	FF	10	10	00	00	00	00	···	00	00
FF	FF	10	10	00	00	00	00	···	00	00
11	11	20	20	00	00	00	00	···	00	00
11	00	20	00	00	00	00	00	···	00	00

FIG. 21C

D3 ↓

00	01	00	66	00	20	00	00	···	00	00
01	01	12	77	20	20	00	00	···	00	00
02	78	45	89	20	12	00	00	···	00	00
55	44	10	55	13	14	00	00	···	00	00
FF	FF	10	10	15	16	00	00	···	00	00
FF	FF	10	10	17	18	00	00	···	00	00
FF	FF	10	10	19	20	00	00	···	00	00
11	11	20	20	11	11	00	00	···	00	00
11	00	20	00	11	00	00	00	···	00	00

FIG. 21D

D4 ↓

00	01	00	66	00	20	00	11	···	00	00
01	01	12	77	20	20	98	B0	···	00	00
02	78	45	89	20	12	F2	AB	···	00	00
55	44	10	55	13	14	AB	AB	···	00	00
FF	FF	10	10	15	16	AB	AB	···	00	00
FF	FF	10	10	17	18	FF	FE	···	00	00
FF	FF	10	10	19	20	FC	FD	···	00	00
11	11	20	20	11	11	FF	FF	···	00	00
11	00	20	20	11	00	FF	00	···	00	00

F I G. 22

OPERATION CONDITION
MAIN MEMORY SIDE : STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS
LOCAL MEMORY SIDE : STARTING ADDRESS OF IMAGE DATA IS AN ODD ADDRESS
NUMBER OF 1 LINE BUFFER : 15 BYTES

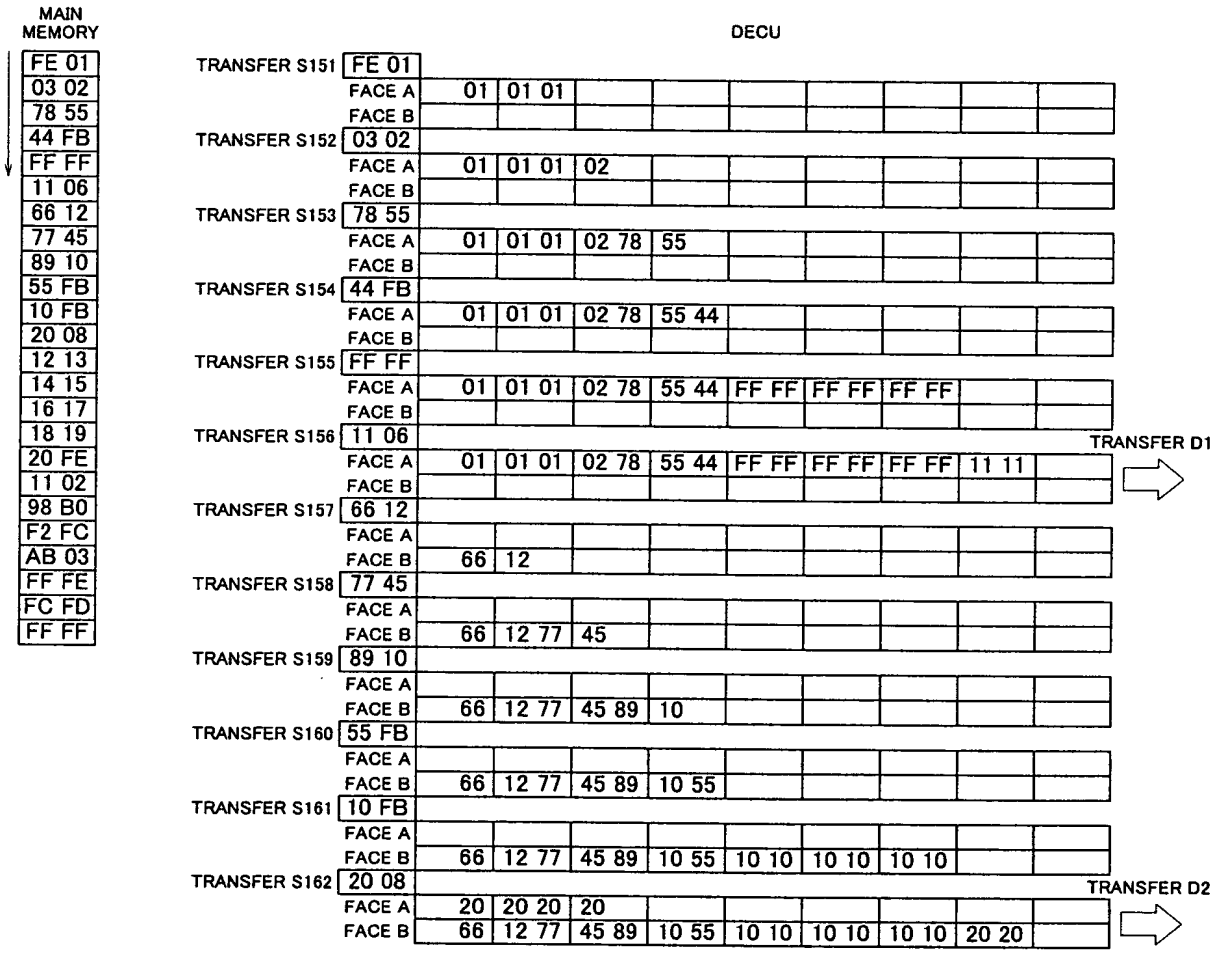
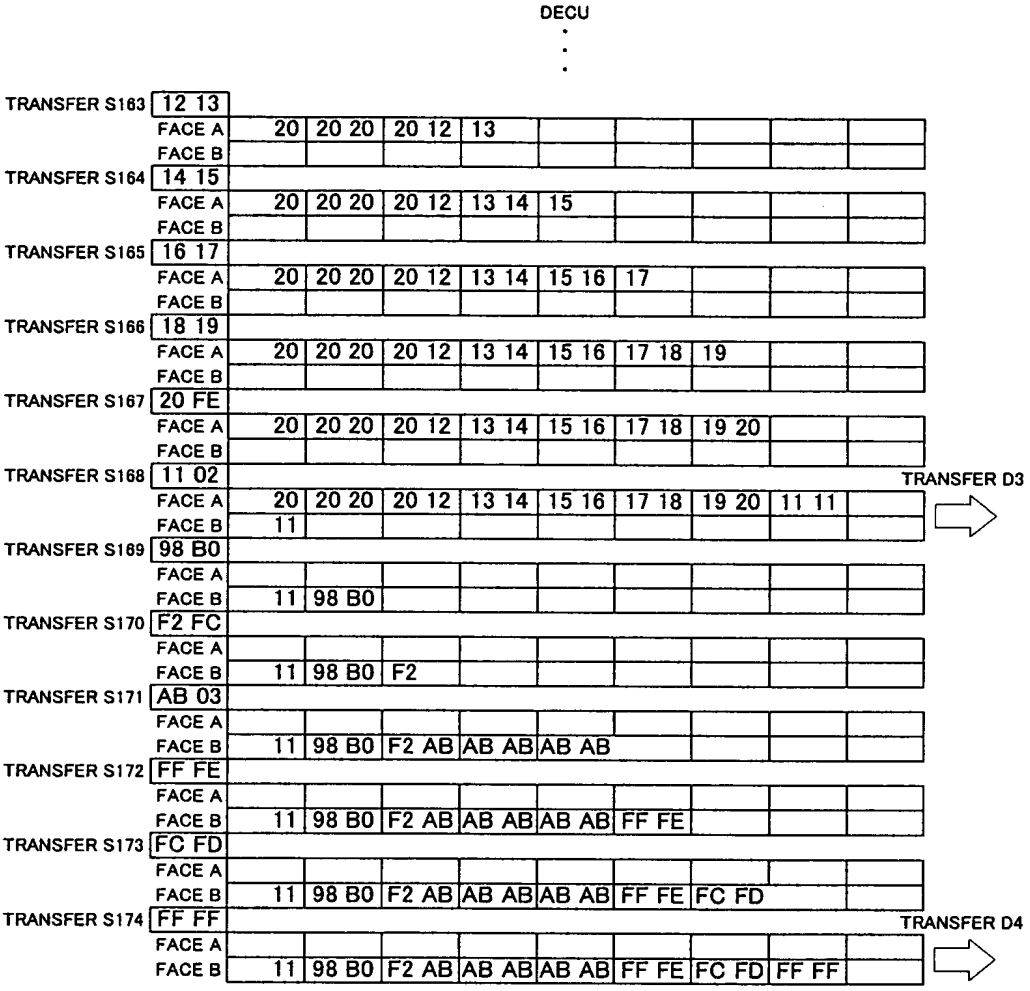


FIG. 23



SETTING CONDITION
VERTICAL LINE REARRANGEMENT PERFORMED
TOTAL NUMBER OF DEVELOPED BYTES : 60 BYTES(15 × 4)
NUMBER OF BYTES IN 1 LINE : 15 BYTES
NUMBER OF DEVELOPED LINES : 4 LINES

LOCAL MEMORY

D1 ↓

00	01	00	00	00	00	00	00	···	00	00
01	01	00	00	00	00	00	00	···	00	00
02	78	00	00	00	00	00	00	···	00	00
55	44	00	00	00	00	00	00	···	00	00
FF	FF	00	00	00	00	00	00	···	00	00
FF	FF	00	00	00	00	00	00	···	00	00
FF	FF	00	00	00	00	00	00	···	00	00
11	11	00	00	00	00	00	00	···	00	00

FIG. 24A

D2 ↓

00	01	00	66	00	00	00	00	···	00	00
01	01	12	77	00	00	00	00	···	00	00
02	78	45	89	00	00	00	00	···	00	00
55	44	10	55	00	00	00	00	···	00	00
FF	FF	10	10	00	00	00	00	···	00	00
FF	FF	10	10	00	00	00	00	···	00	00
FF	FF	10	10	00	00	00	00	···	00	00
11	11	20	20	00	00	00	00	···	00	00

FIG. 24B

D3 ↓

00	01	00	66	00	20	00	00	···	00	00
01	01	12	77	20	20	00	00	···	00	00
02	78	45	89	20	12	00	00	···	00	00
55	44	10	55	13	14	00	00	···	00	00
FF	FF	10	10	15	16	00	00	···	00	00
FF	FF	10	10	17	18	00	00	···	00	00
FF	FF	10	10	19	20	00	00	···	00	00
11	11	20	20	11	11	00	00	···	00	00

FIG. 24C

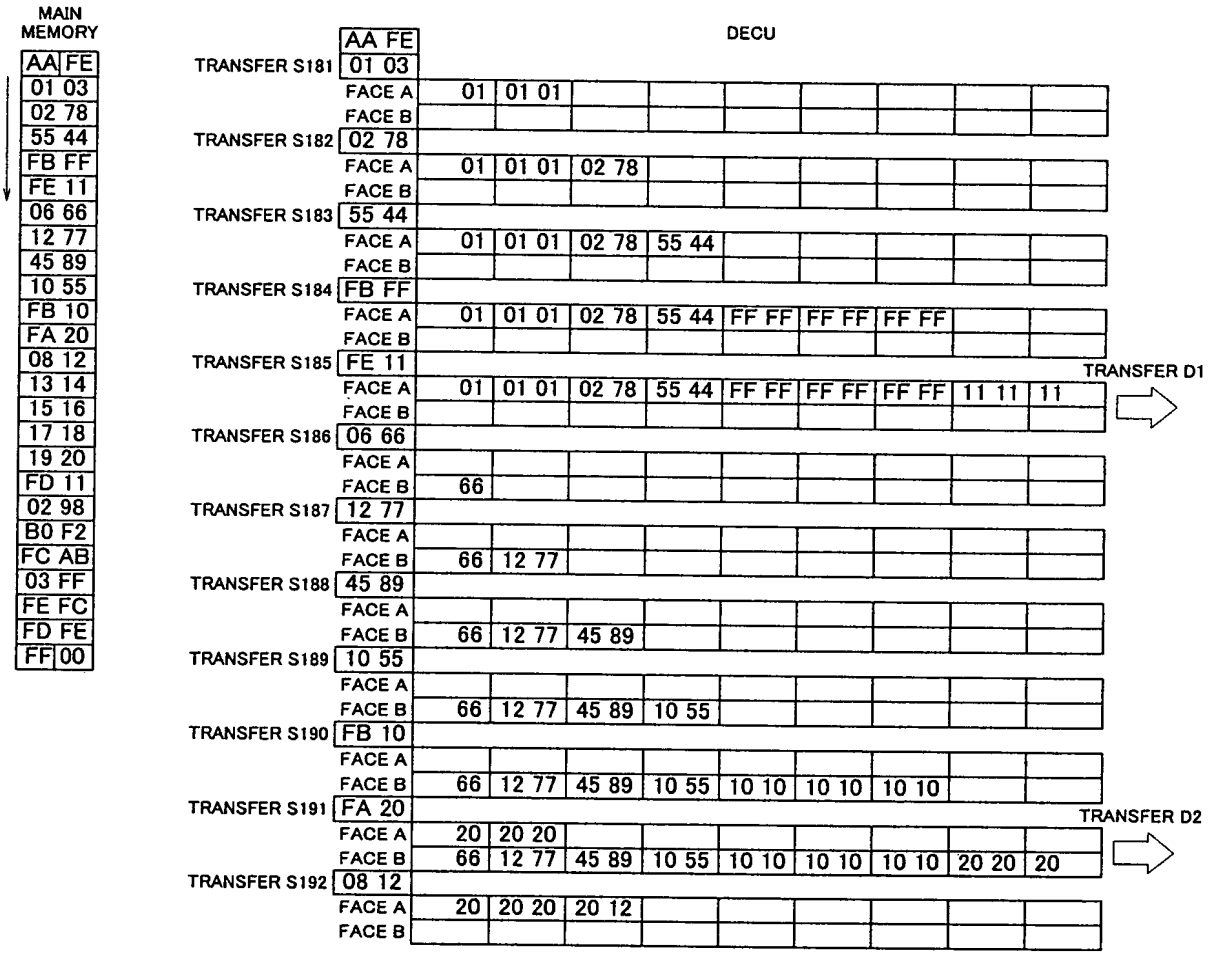
D4 ↓

00	01	00	66	00	20	00	11	···	00	00
01	01	12	77	20	20	98	B0	···	00	00
02	78	45	89	20	12	F2	AB	···	00	00
55	44	10	55	13	14	AB	AB	···	00	00
FF	FF	10	10	15	16	AB	AB	···	00	00
FF	FF	10	10	17	18	FF	FE	···	00	00
FF	FF	10	10	19	20	FC	FD	···	00	00
11	11	20	20	11	11	FF	FF	···	00	00

FIG. 24D

F I G. 25

OPERATION CONDITION
MAIN MEMORY SIDE : STARTING ADDRESS OF RUN LENGTH DATA IS AN ODD ADDRESS
LOCAL MEMORY SIDE : STARTING ADDRESS OF IMAGE DATA IS AN ODD ADDRESS
NUMBER OF 1 LINE BUFFER : 16 BYTES



F I G. 26

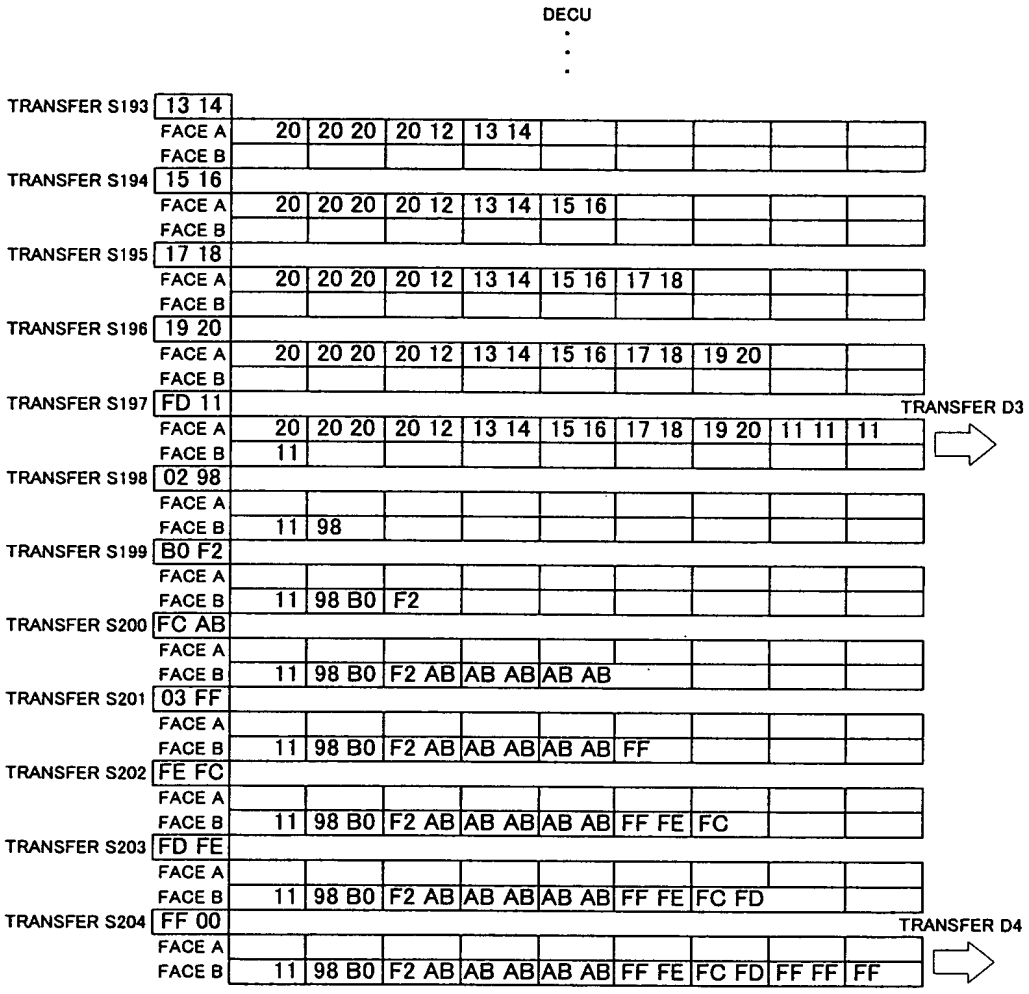


FIG. 27

OPERATION CONDITION
MAIN MEMORY SIDE : STARTING ADDRESS OF RUN LENGTH DATA IS AN ODD ADDRESS
LOCAL MEMORY SIDE : STARTING ADDRESS OF IMAGE DATA IS AN ODD ADDRESS
NUMBER OF 1 LINE BUFFER : 15 BYTES

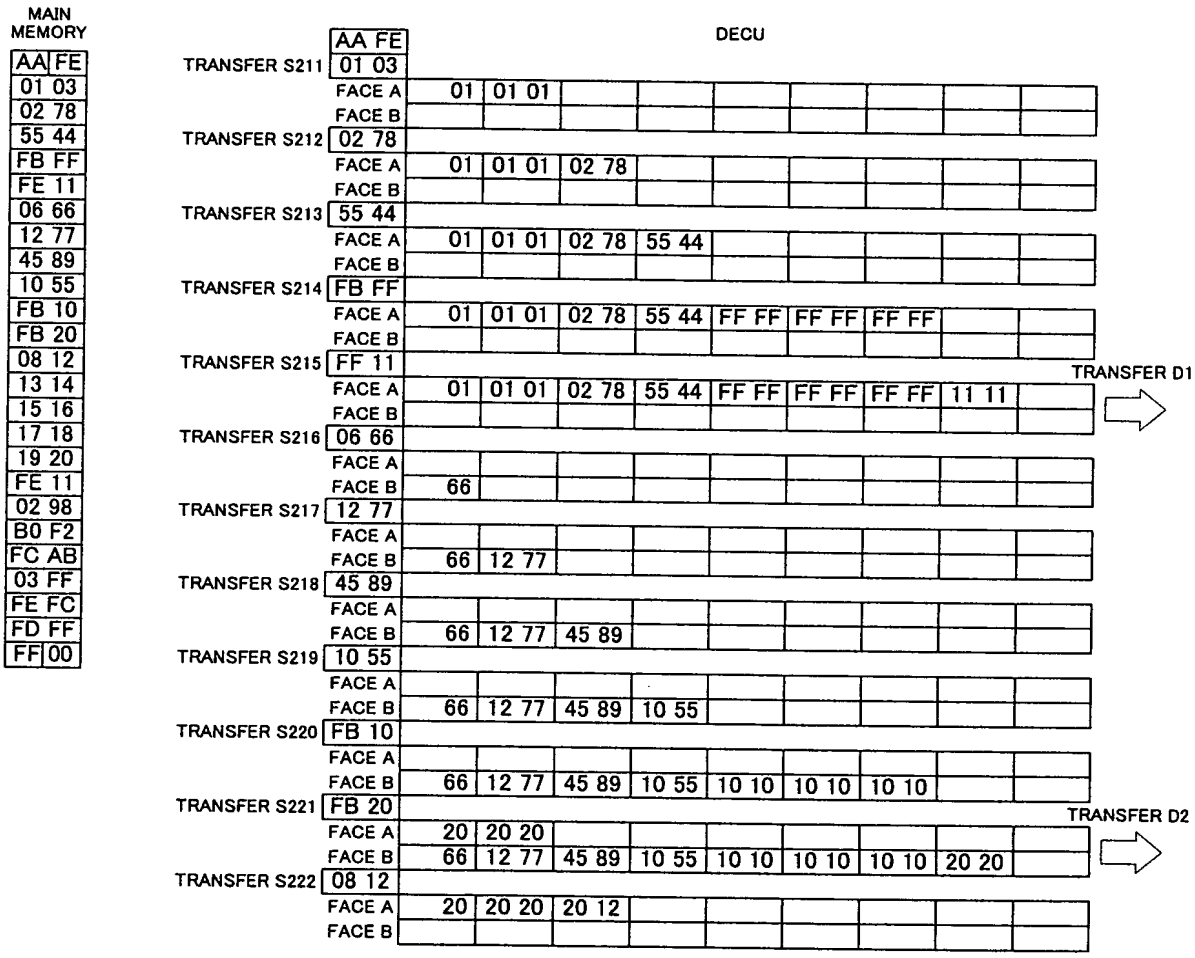
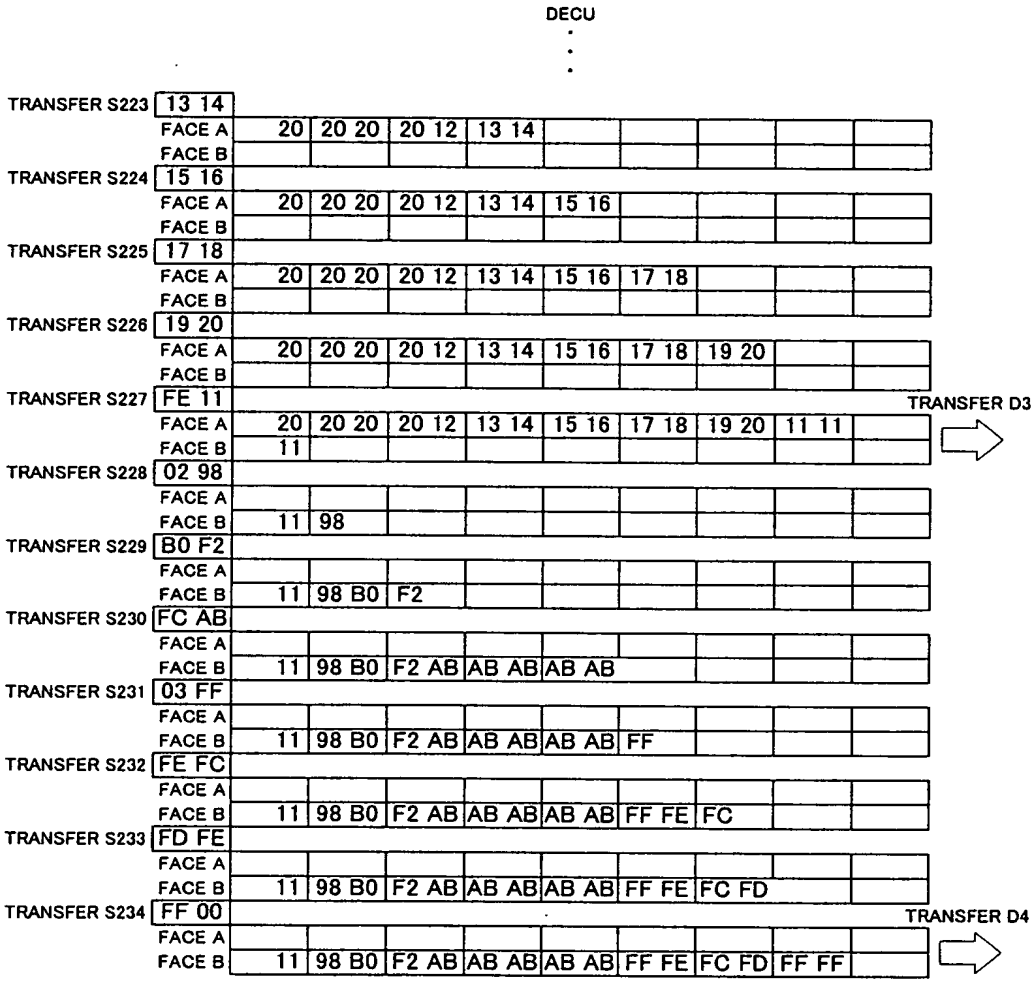


FIG. 28



SETTING CONDITION
VERTICAL LINE REARRANGEMENT PERFORMED
TOTAL NUMBER OF DEVELOPED BYTES : 64 BYTES(16 × 4)
NUMBER OF BYTES IN 1 LINE : 16 BYTES
NUMBER OF DEVELOPED LINES : 4 LINES

LOCAL MEMORY

D1 ↓ IMAGE 1

01 01	00 00	00 00	00 00	···	00 00
01 02	00 00	00 00	00 00	···	00 00
78 55	00 00	00 00	00 00	···	00 00
44 FF	00 00	00 00	00 00	···	00 00
FF FF	00 00	00 00	00 00	···	00 00
FF FF	00 00	00 00	00 00	···	00 00
FF 11	00 00	00 00	00 00	···	00 00
11 11	00 00	00 00	00 00	···	00 00

FIG. 29A

D2 ↓ IMAGE 2

66 12	00 00	00 00	00 00	···	00 00
77 45	00 00	00 00	00 00	···	00 00
89 10	00 00	00 00	00 00	···	00 00
55 10	00 00	00 00	00 00	···	00 00
10 10	00 00	00 00	00 00	···	00 00
10 10	00 00	00 00	00 00	···	00 00
10 20	00 00	00 00	00 00	···	00 00
20 20	00 00	00 00	00 00	···	00 00

FIG. 29B

D3 ↓ IMAGE 1

01 01	20 20	00 00	00 00	···	00 00
01 02	20 20	00 00	00 00	···	00 00
78 55	12 13	00 00	00 00	···	00 00
44 FF	14 15	00 00	00 00	···	00 00
FF FF	16 17	00 00	00 00	···	00 00
FF FF	18 19	00 00	00 00	···	00 00
FF 11	20 11	00 00	00 00	···	00 00
11 11	11 11	00 00	00 00	···	00 00

FIG. 29C

D4 ↓ IMAGE 2

66 12	11 98	00 00	00 00	···	00 00
77 45	B0 F2	00 00	00 00	···	00 00
89 10	AB AB	00 00	00 00	···	00 00
55 10	AB AB	00 00	00 00	···	00 00
10 10	AB FF	00 00	00 00	···	00 00
10 10	FE FC	00 00	00 00	···	00 00
10 20	FD FF	00 00	00 00	···	00 00
20 20	FF FF	00 00	00 00	···	00 00

FIG. 29D

SETTING CONDITION
NO VERTICAL LINE REARRANGEMENT
TOTAL NUMBER OF DEVELOPED BYTES : 64 BYTES(16 × 4)
NUMBER OF BYTES IN 1 LINE : 16 BYTES
NUMBER OF DEVELOPED LINES : 4 LINES

LOCAL MEMORY

IMAGE 1

D1 →

01 01	01 02	78 55	44 FF
FF FF	FF FF	FF 11	11 11
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00

FIG. 30A

IMAGE 2

D2 →

66 12	77 45	89 10	55 10
10 10	10 10	10 20	20 20
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00

FIG. 30B

IMAGE 1

D3 →

01 01	01 02	78 55	44 FF
FF FF	FF FF	FF 11	11 11
20 20	20 20	12 13	14 15
16 17	18 19	20 11	11 11
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00

FIG. 30C

IMAGE 2

D4 →

66 12	77 45	89 10	55 10
10 10	10 10	10 20	20 20
11 98	B0 F2	AB AB	AB AB
AB FF	FE FC	FD FF	FF FF
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00
00 00	00 00	00 00	00 00

FIG. 30D

SETTING CONDITION
VERTICAL LINE REARRANGEMENT PERFORMED
TOTAL NUMBER OF DEVELOPED BYTES : 60 BYTES(15 × 4)
NUMBER OF BYTES IN 1 LINE : 15 BYTES
NUMBER OF DEVELOPED LINES : 4 LINES

LOCAL MEMORY

D1 ↓ IMAGE 1

01	01	00	00	00	00	00	00	00	00	···	00	00	00	00	00
01	02	00	00	00	00	00	00	00	00	···	00	00	00	00	00
78	55	00	00	00	00	00	00	00	00	···	00	00	00	00	00
44	FF	00	00	00	00	00	00	00	00	···	00	00	00	00	00
FF	FF	00	00	00	00	00	00	00	00	···	00	00	00	00	00
FF	FF	00	00	00	00	00	00	00	00	···	00	00	00	00	00
FF	11	00	00	00	00	00	00	00	00	···	00	00	00	00	00
11	00	00	00	00	00	00	00	00	00	···	00	00	00	00	00

FIG. 31A

D2 ↓ IMAGE 2

66	12	00	00	00	00	00	00	00	00	···	00	00	00	00	00
77	45	00	00	00	00	00	00	00	00	···	00	00	00	00	00
89	10	00	00	00	00	00	00	00	00	···	00	00	00	00	00
55	10	00	00	00	00	00	00	00	00	···	00	00	00	00	00
10	10	00	00	00	00	00	00	00	00	···	00	00	00	00	00
10	10	00	00	00	00	00	00	00	00	···	00	00	00	00	00
10	20	00	00	00	00	00	00	00	00	···	00	00	00	00	00
20	00	00	00	00	00	00	00	00	00	···	00	00	00	00	00

FIG. 31B

D3 ↓ IMAGE 1

01	01	20	20	00	00	00	00	00	00	···	00	00	00	00	00
01	02	20	20	00	00	00	00	00	00	···	00	00	00	00	00
78	55	12	13	00	00	00	00	00	00	···	00	00	00	00	00
44	FF	14	15	00	00	00	00	00	00	···	00	00	00	00	00
FF	FF	16	17	00	00	00	00	00	00	···	00	00	00	00	00
FF	FF	18	19	00	00	00	00	00	00	···	00	00	00	00	00
FF	11	20	11	00	00	00	00	00	00	···	00	00	00	00	00
11	00	11	00	00	00	00	00	00	00	···	00	00	00	00	00

FIG. 31C

D4 ↓ IMAGE 2

66	12	11	98	00	00	00	00	00	00	···	00	00	00	00	00
77	45	B0	F2	00	00	00	00	00	00	···	00	00	00	00	00
89	10	AB	AB	00	00	00	00	00	00	···	00	00	00	00	00
55	10	AB	AB	00	00	00	00	00	00	···	00	00	00	00	00
10	10	AB	FF	00	00	00	00	00	00	···	00	00	00	00	00
10	10	FE	FC	00	00	00	00	00	00	···	00	00	00	00	00
10	20	FD	FF	00	00	00	00	00	00	···	00	00	00	00	00
20	00	FF	00	00	00	00	00	00	00	···	00	00	00	00	00

FIG. 31D

SETTING CONDITION
NO VERTICAL LINE REARRANGEMENT
TOTAL NUMBER OF DEVELOPED BYTES : 60 BYTES(15 × 4)
NUMBER OF BYTES IN 1 LINE : 15 BYTES
NUMBER OF DEVELOPED LINES : 4 LINES

LOCAL MEMORY

IMAGE 1

D1 →

01	01	01	02	78	55	44	FF
FF	FF	FF	FF	FF	11	11	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00

FIG. 32A

IMAGE 2

D2 →

66	12	77	45	89	10	55	10
10	10	10	10	10	20	20	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00

FIG. 32B

IMAGE 1

D3 →

01	01	01	02	78	55	44	FF
FF	FF	FF	FF	FF	11	11	00
20	20	20	20	12	13	14	15
16	17	18	19	20	11	11	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00

FIG. 32C

IMAGE 2

D4 →

66	12	77	45	89	10	55	10
10	10	10	10	10	20	20	00
11	98	B0	F2	AB	AB	AB	AB
AB	FF	FE	FC	FD	FF	FF	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00

FIG. 32D

SETTING CONDITION
VERTICAL LINE REARRANGEMENT PERFORMED
TOTAL NUMBER OF DEVELOPED BYTES : 64 BYTES(16 × 4)
NUMBER OF BYTES IN 1 LINE : 16 BYTES
NUMBER OF DEVELOPED LINES : 4 LINES

LOCAL MEMORY

D1 ↓ IMAGE 1

00	01	00 00	00 00	00 00	···	00 00
01	01	00 00	00 00	00 00	···	00 00
02	78	00 00	00 00	00 00	···	00 00
55	44	00 00	00 00	00 00	···	00 00
FF	FF	00 00	00 00	00 00	···	00 00
FF	FF	00 00	00 00	00 00	···	00 00
FF	FF	00 00	00 00	00 00	···	00 00
11	11	00 00	00 00	00 00	···	00 00
11	00	00 00	00 00	00 00	···	00 00

FIG. 33A

D2 ↓ IMAGE 2

00	66	00 00	00 00	00 00	···	00 00
12	77	00 00	00 00	00 00	···	00 00
45	89	00 00	00 00	00 00	···	00 00
10	55	00 00	00 00	00 00	···	00 00
10	10	00 00	00 00	00 00	···	00 00
10	10	00 00	00 00	00 00	···	00 00
10	10	00 00	00 00	00 00	···	00 00
20	20	00 00	00 00	00 00	···	00 00
20	00	00 00	00 00	00 00	···	00 00

FIG. 33B

D3 ↓ IMAGE 1

00	01	00	20	00 00	00 00	··· 00 00
01	01	20	20	00 00	00 00	··· 00 00
02	78	20	12	00 00	00 00	··· 00 00
55	44	13	14	00 00	00 00	··· 00 00
FF	FF	15	16	00 00	00 00	··· 00 00
FF	FF	17	18	00 00	00 00	··· 00 00
FF	FF	19	20	00 00	00 00	··· 00 00
11	11	11	11	00 00	00 00	··· 00 00
11	00	11	00	00 00	00 00	··· 00 00

FIG. 33C

D4 ↓ IMAGE 2

00	66	00	11	00 00	00 00	··· 00 00
12	77	98	B0	00 00	00 00	··· 00 00
45	89	F2	AB	00 00	00 00	··· 00 00
10	55	AB	AB	00 00	00 00	··· 00 00
10	10	AB	AB	00 00	00 00	··· 00 00
10	10	FF	FE	00 00	00 00	··· 00 00
10	10	FC	FD	00 00	00 00	··· 00 00
20	20	FF	FF	00 00	00 00	··· 00 00
20	00	FF	00	00 00	00 00	··· 00 00

FIG. 33D

SETTING CONDITION
VERTICAL LINE REARRANGEMENT PERFORMED
TOTAL NUMBER OF DEVELOPED BYTES : 60 BYTES(15 × 4)
NUMBER OF BYTES IN 1 LINE : 15 BYTES
NUMBER OF DEVELOPED LINES : 4 LINES

FIG. 34A

LOCAL MEMORY

D1 ↓ IMAGE 1

00	01	00 00	00 00	00 00	···	00 00
01	01	00 00	00 00	00 00	···	00 00
02	78	00 00	00 00	00 00	···	00 00
55	44	00 00	00 00	00 00	···	00 00
FF	FF	00 00	00 00	00 00	···	00 00
FF	FF	00 00	00 00	00 00	···	00 00
FF	FF	00 00	00 00	00 00	···	00 00
11	11	00 00	00 00	00 00	···	00 00

FIG. 34B

D2 ↓ IMAGE 2

00	66	00 00	00 00	00 00	···	00 00
12	77	00 00	00 00	00 00	···	00 00
45	89	00 00	00 00	00 00	···	00 00
10	55	00 00	00 00	00 00	···	00 00
10	10	00 00	00 00	00 00	···	00 00
10	10	00 00	00 00	00 00	···	00 00
10	10	00 00	00 00	00 00	···	00 00
20	20	00 00	00 00	00 00	···	00 00

FIG. 34C

D3 ↓ IMAGE 1

00	01	00	20	00 00	00 00	··· 00 00
01	01	20	20	00 00	00 00	··· 00 00
02	78	20	12	00 00	00 00	··· 00 00
55	44	13	14	00 00	00 00	··· 00 00
FF	FF	15	16	00 00	00 00	··· 00 00
FF	FF	17	18	00 00	00 00	··· 00 00
FF	FF	19	20	00 00	00 00	··· 00 00
11	11	11	11	00 00	00 00	··· 00 00

FIG. 34D

D4 ↓ IMAGE 2

00	66	00	11	00 00	00 00	··· 00 00
12	77	98	B0	00 00	00 00	··· 00 00
45	89	F2	AB	00 00	00 00	··· 00 00
10	55	AB	AB	00 00	00 00	··· 00 00
10	10	AB	AB	00 00	00 00	··· 00 00
10	10	FF	FE	00 00	00 00	··· 00 00
10	10	FC	FD	00 00	00 00	··· 00 00
20	20	FF	FF	00 00	00 00	··· 00 00

F I G. 35

OPERATION CONDITION
MAIN MEMORY SIDE : STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS
LOCAL MEMORY SIDE : STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS
NUMBER OF 1 LINE BUFFER : 16 BYTES

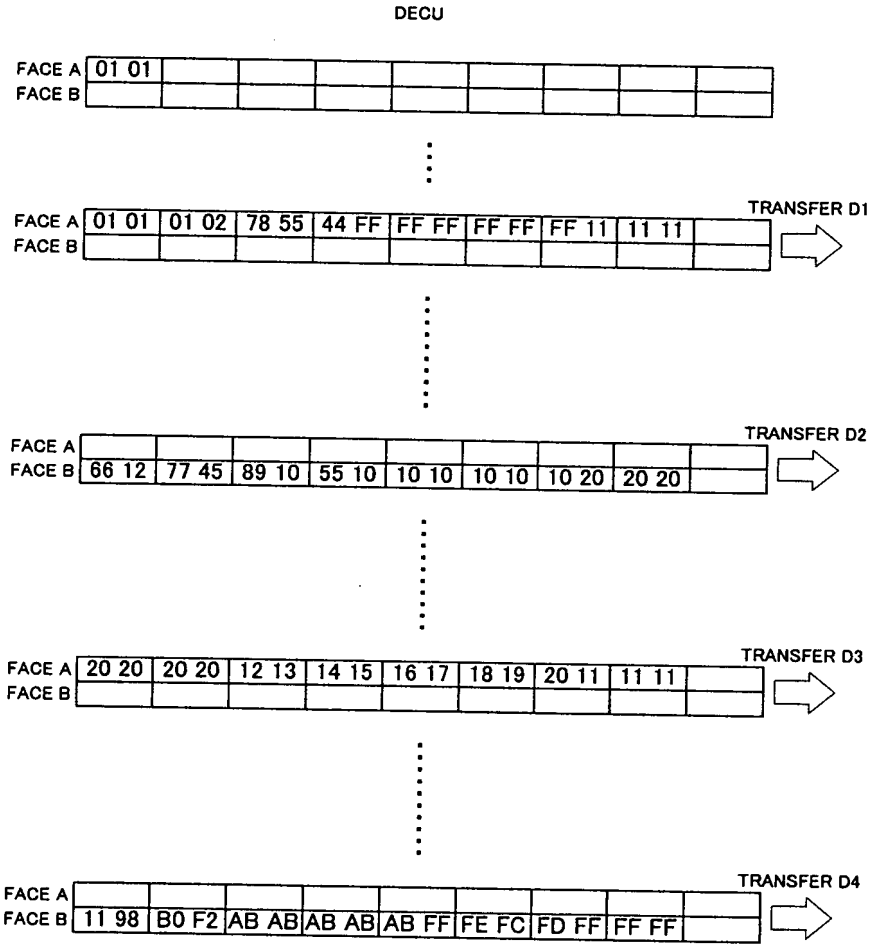


FIG. 36